Classes and Inheritance Exercises

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Deriving a class

- Write a simple Vehicle class. This has one public member function, accelerate(), which takes no arguments
- Write a simple Aeroplane class which is a derived class of Vehicle and has no member functions of its own
- Write a test program which creates an Aeroplane object and calls its accelerate member function
- Explain your results

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Member function inheritance

- Add a public member function to your Aeroplane class. This function is called accelerate() and takes one argument
- Run your test program again. Explain your results
- Suggest a way to make the program work as intended

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Protected Access

- Modify the Vehicle class so that the accelerate() member function has "protected" accessibility
- Modify the program so that it creates a Vehicle object and calls its accelerate() member function
- Comment out these changes and modify Aeroplane's accelerate() member function to call Vehicle's accelerate()
- Explain your results

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